

ARCADIAN

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2 .BY BOB HENSEL
5 :RETURN ;CLEAR ;A=0;B=0;P=0
6 X=0;Y=10;Z=-10
7 NT=1;S=0;T=0
8 BC=126;FC=249
9 GOSUB 4000;BOX 0,0,50,80,1
10 X=X+KN(4)*20
20 Y=Y+KN(2)*20
25 Z=Z+KN(1)*20
30 T=T+1;S=S+1
100 BOX X,-39,50,8,1
105 BOX X,-36,2,2,3
110 IF P>0BOX X,-39,6,8,3;P=P-1
190 IF A=0BOX Y,-8,2,4,3
200 IF B=0BOX Z,-16,3,4,3
242 IF T<LGOTO 299
245 C=1;IF X>0C=-1
247 GOSUB 1800+100*NRND (10)
249 GOTO 299
299 IF T-L=0T=0
300 CY=-40;CX=-77;PRINT
301 CX=-70;CY=40;PRINT #1,S
302 IF A>0IF B>0GOTO 3000
305 IF A>0GOTO 380
310 IF PX(Y,0)=1GOSUB 1000
350 BOX Y,0,2,4,3
380 IF B>0GOTO 10
390 IF PX(Z,-8)=1GOSUB 1050
400 BOX Z,-8,3,4,3
700 GOTO 10
1000 CX=Y;CY=0;PRINT "*",
1005 A=S
1010 GOTO 1060
1050 CX=Z;CY=-8;PRINT "*",
1055 B=S
1060 NT=10;MU=67;MU=67;MU=67;MU=67;NT=1;RETURN
1900 .TRUCK
1905 C=Cb12
1907 BOX X+C,-32,5,5,3
1910 BOX X+C+4,-32,1,2,3
1920 BOX X+C-4,-32,1,2,3
2000 .CAR
2002 IF ABS(C)>1GOTO 2010
2005 C=Cb12
2010 BOX X+C,-39,5,8,3
2020 BOX X+C+4,-37,1,2,3
2030 BOX X+C-4,-37,1,2,3
2040 BOX X+C+4,-41,1,2,3
2050 BOX X+C-4,-41,1,2,3
2060 RETURN
2100 .HOUSE
2105 C=Cb45
2110 BOX X+C,-38,12,10,3
2120 BOX X+C,-32,8,2,3
2130 BOX X+C,-36,16,2,1
2140 BOX X+C-2,-39,2,2,3
2150 BOX X+C+2,-40,2,4,3
2160 RETURN

2200 .TREE
2205 C=Cb40
2210 BOX X+C,-28,2,2,3
2220 BOX X+C,-30,4,2,3
2230 BOX X+C,-32,6,2,3
2240 BOX X+C,-34,8,2,3
2250 BOX X+C,-36,10,2,3
2260 BOX X+C,-40,2,6,3
2270 RETURN
2300 .SIGN
2303 IF P>0RETURN
2305 C=Cb50
2320 BOX X+C,-29,12,12,3
2325 BOX X+C,-29,8,8,3
2330 CX=X+C;CY=-29;PRINT "P",
2335 LINE CX-9,CY-4,4;LINE CX-3,CY+2,1
2336 P=15
2340 BOX X+C,-39,2,8,3
2350 RETURN
2400 .LOG
2410 BOX X-3,-38,24,5,2
2415 BOX X-10,-41,2,4,2;BOX X+3,-41,2,4,2
2420 RETURN
2500 .CRASH

2510 BOX X+8,-28,10,4,2
2520 GOSUB 1900
2530 RETURN
2600 C=-1bC;GOTO 1900
2700 C=-1bC;GOTO 2000
2800 RETURN
3000 .END
3005 CY=-40;CX=-23;PRINT "GAME OVER";FOR K=1TO 1000;NEXT K
3010 CLEAR ;CY=24;PRINT "SCORE";PRINT
3020 PRINT "PLAYER 1 PLAYER 2"
3030 PRINT
3040 PRINT B," ",A
3050 STOP
4000 .TITLE
4010 CY=0;PRINT "B A L L Y 5 0 0";CY=-8;CX=-6;PRINT "BY
4020 PRINT "BOB HENSEL
4025 PRINT
4030 INPUT "SKILL LEVEL="L;CLEAR ;RETURN

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Bob Hensel
8428 Ingleside Ave., S
Cottage Grove, MN 55016

ARCADIAN

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1 .
2 . DEFUSE
3 . BY DIETER HEINERMAN
4 CLEAR
5 NT=2
10 BC=8;FC=100
20 PRINT ;PRINT
30 PRINT "          DEFUSE
35 PRINT
40 PRINT " NEED INSTRUCTIONS?"
41 PRINT
45 PRINT " PRESS 1 FOR YES"
46 PRINT
50 PRINT " PRESS 2 FOR NO"
51 PRINT
55 FOR H=1 TO 2400
60 IF &(23)=8 GOTO 90
65 IF &(22)=8 GOTO 260
70 NEXT H
80 FC=9;GOTO 40
90 CLEAR
100 PRINT
110 PRINT " YOU ARE IN A GOVERNMENT"
120 PRINT " EXPERIMENTAL BUILDING WITH"
130 PRINT " 1,000,000 ROOMS IN IT."
140 PRINT " 100 LONG(0a99)"
150 PRINT " 100 WIDE(0a99)"
160 PRINT " 100 HIGH(0a99)"
170 PRINT " IN IT A BOMB IS HIDDEN "
180 PRINT " THE BOMB SENDS OUT "
190 PRINT " SIGNALS THAT GET STRONGER"
200 PRINT " AS YOU GET CLOSER"
210 PRINT " YOU HAVE 200 SECONDS "
220 PRINT " TO DEACTIVATE IT "
260 CLEAR
270 A=RND (100);B=RND (100)
280 C=RND (100);IF A>0 GOTO 310
290 IF B>0 GOTO 310
300 IF C=0 GOTO 280
310 D=0;E=0;F=0;G=0
315 PRINT
320 PRINT " SIGNAL",10000-((A+B+C*100)-(D+E+F*100))
330 PRINT " LONG",D
340 PRINT " WIDE",E
350 PRINT " HIGH",F
360 PRINT " SECONDS",G
365 PRINT
370 INPUT D,E,F;CLEAR ;G=G+10;IF A#D GOTO 400
380 IF B#E GOTO 400
390 IF C#F GOTO 525
400 IF G=200 GOTO 420
410 GOTO 540
420 PRINT " BOOOOOOMMM !!! YOU BLEW IT"
425 &(16)=255;&(17)=255;&(18)=135;&(19)=66;&(21)=255;&(22)=255;&(23)=255
426 FOR X=7 TO 127;BC=X;NEXT X;FOR X=16 TO 23;&(X)=0;NEXT X
430 PRINT " THE BUILDING BLEW UP "
440 PRINT " THE BOMB WAS AT "
450 PRINT " LONG",A
460 PRINT " WIDE",B
470 PRINT " HIGH",C
490 PRINT
495 PRINT "WANT TO PLAY AGAIN?"
500 PRINT " PRESS 1"
505 PRINT
510 IF &(23)=8 GOTO 260
515 GOTO 510
520 GOTO 800
525 PRINT ;PRINT
530 PRINT " BOMB DEFUSED AT ",G,"SECONDS";GOTO 490
540 IF D>99 GOTO 610
550 IF D<0 GOTO 610
560 IF E>99 GOTO 610
570 IF E<0 GOTO 610
580 IF F>99 GOTO 660
590 IF F<0 GOTO 680
600 GOTO 315
610 PRINT " YOU WALKED OUT A WINDOW"
620 PRINT " ON THE";IF F<4 GOTO 740
625 PRINT F,"TH FLOOR!!!!"
630 PRINT " YOU WERE KILLED AND"
640 PRINT 200-G,"SECONDS LATER"
650 PRINT " THE BUILDING BLEW UP!!!!";GOTO 490
660 PRINT " YOU ARE NOW",F*9
670 PRINT " FEET IN THE AIR!!!!";GOTO 630
680 PRINT " YOU ARE NOW ",-1*F*9
690 PRINT " FEET UNDERGROUND!!!!";GOTO 630
740 IF F=1 GOTO 770
750 IF F=2 GOTO 780
760 IF F=3 GOTO 790
770 PRINT " 1ST FLOOR";GOTO 630
780 PRINT " 2ND FLOOR";GOTO 630
790 PRINT " 3RD FLOOR";GOTO 630
800 CLEAR
810 GOTO 490

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DEFUSE is a three-dimensional guessing game where you have to locate a point in the center using 'hot-cold' type clues.

Dieter Heinerman
505 4th Ave SW #1511
Calgary, Alberta, Canada
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